

Adult Family Care Home RUG and Classification Group Calculator			
Item	Description	ALS Score (A)	ADL or IADL/B score(B)
Instructions: Using the codes from the MDS-ALS assessment form, enter the appropriate scores into Column (A) to determine the Assistance with Living Skills (ALS) score.			
Step 1: Calculate Assistance with Living Skills score			
Modified Cognitive Skills		If value B3>0 then Score=1, otherwise score =0	
B3	Cognitive skills for daily decision-making		
Indicators of Depression, Anxiety, and/or Sad Mood		Count number of items in Section E1 that are >0. If total count is 0, 1 or 2 then Score = 0; if total count is 3 or more, then score =1 in the outlined score area.	
E1a	Negative statements		
E1b	Repetitive questions		
E1c	Repetitive verbalizations		
E1d	Persistent anger with self or others		
E1e	Self deprecation		
E1f	Expressions of what appear to be unrealistic fears		
E1g	Recurrent statements that something terrible is about to happen		
E1h	Repetitive health complaints		
E1i	Repetitive anxious complaints/concerns		
E1j	mood in morning Unpleasant		
E1k	Insomnia/change in usual sleep pattern		
E1l	Sad, pained, worried facial expressions		
E1m	Crying, tearfulness		
E1n	Repetitive physical movements		
E1o	Withdrawal from activities of interest		
E1p	Reduced social interaction		
E1q	Inflated self-worth		
E1r	Excited behavior, motor excitation		
	Total		
Assistance with use of the telephone <u>or</u> arranging transportation		If value of G5ac or G5ag=1 or 2, Score =1 in the shaded score area, otherwise enter 0 in the shaded area	
G5Ac	Transportation		
G5Ag	Assistance to use telephone		
	Total		
Management of Incontinence Supplies		If H4=0, Score=0; If H4=1, Score=1; If H4=2, Score=2; If H4=3, Score=0	
H4	Ability to manage incontinent supplies		
Self-Administration of Medications		If O5f=1, Score = 0; Otherwise Score = 1;	
O5f	Self-administration of over the counter medications		
Medication Preparation and Administration		If O6=0, Score=1; If O6=1, Score=2; If O6=2, Score=1; If O6=3, Score=0;	
O6	Did resident prepare and administer any of his/her own medications		
Physician's Orders		If value P10>0, Score=1; Otherwise, Score=0.	
P10	Number of days physician changed orders		
Total of all outlined boxes in Step 1, column A. This is the Daily Living Assistance Score			

Item	Description	ALS Score (A)	ADL or IADL/B Score (B)
Step 2: Calculate ADL score			
Activities of Daily Living (ADL)		If response = 0, Score 0; If response = 1, Score 1 If response = 2, Score 2; If response = 3, Score 3 If response = 4, Score 4; If response = 8, Score 4;	
G1Aa	Bed mobility, self-performance		
G1Ba	Transfer, self-performance		
G1Ca	Locomotion, self-performance		
G1Da	Dressing, self-performance		
G1Ea	Eating, self-performance		
G1Fa	Toilet Use, self-performance		
G1Ga	Personal hygiene, self-performance		
Total all ADL items to calculate ADL score			
Step 3: Instrumental Activities of Daily Living and Bathing (IADL/B)			
Bathing		If G2 =0, Score=0; If G2 =1, Score=1 If G2 =2, Score=2; If G2 =3, Score=3 If G2 =4, Score=4; If G2 =8, Score=0;	
G2	Bathing, self-performance		
Instrumental Activities of Daily Living		If response = 0, Score=0; If response = 1, Score=1 If response = 2, Score=2; If response = 3, Score=3 If response = 4, Score=4; If response = 8, Score=0;	
G5Aa	Arranging for shopping		
G5Ab	Shopping		
G5Ad	Managing finances		
G5Ae	Managing cash, allowance		
G5Af	Prepares snack		
G5Ah	Light housework		
G5Ai	Laundry		
Total IADL			
Total IADL and Bathing (IADL/B)			
MaineCare Adult Family Care Home RUG group: Use scores from Assistance with Living Skills score and the higher of ADL and IADL/B scores to determine classification group from chart below.			
RUG code			

+3

	RUG Code	ALS Score	ADL Score	IADL/B Score	Weight	Rate 7/1/22
1	AV2	ALS 7-9	ADL 7-28		1.657	\$100.22
2	AV1	ALS 7-9	ADL 0-6		1.210	\$73.18
3	AH2	ALS 5-6	ADL 7-28		1.360	\$82.25
4	AH1	ALS 5-6	ADL 0-6		1.027	\$62.11
5	AM2	ALS 2-4		IADL 12-18	0.924	\$55.88
6	AM1	ALS 2-4		IADL 10-11	0.804	\$48.63
7	AL1	ALS 0-4		IADL 0-9	0.551	\$33.32
8	BC1	Unclassified			0.551	\$33.32